

1st-WORKSHOP: “AUTISM AND CREATIVITY”

TIME	SUBJECT	CONTENT	BY
8:00 to 8:15	A. Introduction	Workshop’s Aim and Schedule	Moderator
8:15 to 8:30	1 st Pause	Coffee or Tea	
8:30 to 9:30	B. Knowledge of participants about autism	Differences between autistic and nonautistic children	Each Speaker of two groups
9:30 to 10:45	C. Piaget’s stages	From consciousness of the self to meta-representation;	Moderator
	D. Piaget’s tests	From primary circular reactions to the Test of the 3 mountains;	
	E. Watson’s experiment	Conditional probability;	
	F. Key tests of human development	From joint attention to false-belief tests	
10:45 to 11:00	G. Modes of neural computing	Classical and quantum	
	2 nd Pause	Coffee or Tea	
11:00 to 11:30	H. The Roots of creativity	Principles of classical and quantum computing	Moderator
11:30 to 12:45	I. Implications of the separation of classical computing, quantum computing, and their reciprocal empowerment	EXAMPLES: <ol style="list-style-type: none"> 1. Brain circuitry impaired in autism 2. Semantics and Pragmatics 3. Theory-of-Everything 4. Spirituality 5. Climate Change 6. The Arts 7. The Teachings of Don Juan 8. Solving a problem 	Moderator and assistants
12:45 to 13:00	J. Closing and evaluation	Workshop worthiness	Assistants and Organizing Concern